

READYSOFT PRESENTS AN EPICENTER INTERACTIVE PRODUCTION
DON BLUTH'S

SPACE ACE[®]



GAME
MANUAL

JAGUAR[™] CD

SPACE ACE[®]

JAGUAR CD

OBJECT OF THE GAME

The evil Commander Borf is attacking Earth! With the help of his dreaded weapon, the Infanto Ray, Borf will reduce all of humankind to infants and take over the planet!

Only two people have the courage and strength to stop Borf and save Earth: the beautiful Kimberly and the heroic Ace. But as they approach Borf's stronghold, Ace is hit by the Infanto Ray, changing him into a weakling, and Kimberly is kidnapped by the evil madman!

Only you can guide Space Ace and his weak alter-ego Dexter, to rescue Kimberly and defeat Borf. But watch out! Many dangers and deadly beasts await as you travel throughout the galaxy chasing Borf from space station to planet and back again! Survive Borf's monsters, rescue Kimberly and finally confront Borf himself in deadly hand to hand combat before Earth is enslaved forever!

"This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772."



PLAYING SPACE ACE

You do not control all of Ace's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Ace should move on the screen and when.

You must use your wit and reflexes to avoid the obstacles of each scene. Each scene will require many attempts to master. In general, flashing items will indicate the direction which you are required to move, or use of Ace's laser gun when necessary.

To finish a scene successfully, you must make a move or press the "B" button when Ace is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you have trouble, watch the animation carefully and move Ace in the safest direction, or if no direction is safe, press the "B" button to use Ace's laser gun.

If you're sure you have made the correct move, make the move a little sooner or a little later. Don't be surprised if Ace doesn't move immediately after you have made a move. You must wait for the animation to finish, and if you made the correct move(s), you will continue onto the next scene. The game will end if you lose all of your lives or when you defeat Borf in the final confrontation.

In certain scenes you will have the option to "Energize". This allows you to transform from Dexter to Ace. Simply press the "FIRE" button to complete the scene as Ace. You will continue as Dexter if you don't press the button.

CONTROLS

The "B" button will begin the game and once the game has started, the "PAUSE" button can be used to pause the scene. Press "PAUSE" again to resume play from the beginning of that scene. Ace's laser gun or "FIRE" is controlled by either the "A", "B" or "C" button on your control pad. The directions you will need are UP (top button), DOWN (bottom button), LEFT (left side button) and RIGHT (right side button) on your directional pad.

STARTING THE GAME

After the CD has been inserted, the "Space Ace" demo mode will automatically begin. If you press "1" on the controller while the demo is playing, you will be able to preview the "BrainDead 13" demo. Similarly, press "2" to preview "Dragon's Lair II: Time Warp". To start playing the game, simply press the "B" button on the controller. You will know the game has started when you see Kimberly and Ace standing on a cliff. The rock crumbles beneath Kimberly's feet and she begins to plummet until suddenly, she is whisked away by a tractor beam into the spaceship of the evil Commander Borfi.

PLAYING SCENE ONE

Borf will appear from his space station flying on an anti-gravity platform. He will fire his laser gun at the rocks around young Ace. Just before the third laser shot, move **RIGHT** and Dexter will jump behind the large rock on the right side of the screen. Borf will fire again hitting the top of the rock. Dexter will jump from behind the rock to the center of the screen. Borf will follow and continue firing. Before Borf can shoot, Dexter must jump **RIGHT** behind the rock again.



SPACE ACE[®]



HINTS

Note: Your movements may vary depending on whether you are playing as Dexter or as Ace.

KIM IS KIDNAPPED

Dexter must head towards the ship while avoiding the flying droids. When you get to the dirt bashers, wait until the arms have come up before jumping over the holes.

An energized Ace must blast the flying droids while jumping from the crumbling cliffs.

THE BLACK SPHERES

Dexter must navigate the ship through the corridors. When a green sphere appears, blast it!

DODGING THE BEAMS

Dexter must avoid all light beams within the corridors.

Energized Ace must not only avoid the light beams, but watch for the guards as well!

THE PLATFORMS

Dexter must avoid the red light and run through the diamond shaped door. He must energize or jump into the tunnel. Avoid the laser beams by jumping onto the moving platforms.

An energized Ace must shoot the first turret and then jump to the moving platform. Avoid the next blast and destroy all the remaining turrets as you leap from the deteriorating platforms.

THE DOGS AND ROBOTS

Dexter must avoid the alien dogs and laser blasts by dodging them while running towards the ship.

Ace must blast the enemies while avoiding the lasers. Don't be afraid to run when necessary!

THE JUNK PLANET

A frantic Dexter must avoid the trash compactors by leaping onto the different trash heaps. Once a dead end nears, blast your way out!

Ace must contend with villainous monsters while staying one step ahead of the compactor.

THE DOG FIGHT

Enter and navigate the tunnels to avoid being shot. Blast enemy ships when they're in your crosshairs.

THE CHECKERED TUNNEL

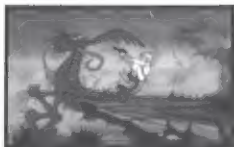
Dexter must duck into the side passages to avoid being shot. If there is no escape in sight, shoot!

As Ace, you must decide whether to blast your enemies or to run. If firing doesn't work, try a well timed escape into one of the side passages.

THE YELLOW PLANET

For Dexter, running away from the various creatures is usually the best way to safety, but if there's no way to run, then shoot!

In your search for a way out, Ace must blast the yellow monster if it steps in your path.



THE DARK SIDE

Dexter and Ace must tangle with their alter egos. This is one battle you're not going to win by force! Just avoid being devoured and dodge the blasts!

THE MOTORCYCLE CHASE

The motorcyclist is a very dangerous person. As with the bicyclist, he is very fast and can be very dangerous. He is very fast and can be very dangerous.

THE ROLLER SKATES

A roller skater is a very fast person. He is very fast and can be very dangerous. He is very fast and can be very dangerous. He is very fast and can be very dangerous.

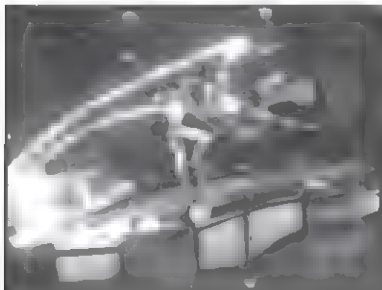
THE GIANT EELS

A giant eel is a very fast person. He is very fast and can be very dangerous. He is very fast and can be very dangerous. He is very fast and can be very dangerous.

THE FINAL CONFRONTATION

Dexter must blast his way
defeat the evil Comman
Kimberly from further ha
ed Infanto Ray

Kimberly Ace must
combat as he protects
Ace and Bort must
Kimberly to avoid the dread



COPYRIGHT

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without the prior written permission of the publisher.

RESERVED

DISCLAIMER

The publisher and author assume no responsibility for the use or misuse of the information contained in this book. The publisher and author assume no responsibility for the use or misuse of the information contained in this book. The publisher and author assume no responsibility for the use or misuse of the information contained in this book.

this program is with you

LIMITED WARRANTY

ReadySoft Inc. warrants a reasonable duration for defects in
performance of the software. Should the software
be found to be defective, ReadySoft Inc. will, at its
discretion, repair, replace, or refund the software.
This warranty is void if the software has been modified
by a third party. ReadySoft Inc. is not responsible for
any damage to the software or data.

For more information, please call:

(905) 475-4801 ext. 729

ITEMS BEYOND WARRANTY

If the user buys the software, the user is responsible for
\$200.00 per hour of labor for the installation of the
software. ReadySoft Inc. is not responsible for the
cost of any hardware or other equipment. ReadySoft
Inc. is not responsible for any damage to the software
or data.

READYSOFT'S WORLD WIDE WEB SITE

On our World Wide Web Site you will be able to access a wide range of information on our latest products. Also available is access to order forms for games and merchandise along with video clips of other ReadySoft titles.

To access our site, use your favorite Web browser from your Internet account and access:

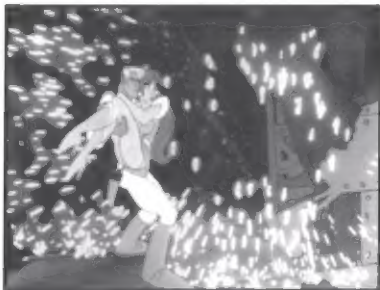
<http://www.readysoft.com>

READYSOFT'S INTERNET ADDRESS FOR TECHNICAL SUPPORT

tech@readysoft.com

WARNING TO OWNERS OF PROJECTION TELEVISIONS--

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.





ReadySoft Incorporated
1375 14th Ave. Unit 718
Markham, Ontario, Canada L3R 9K2
Tel: (905) 475-4811 Fax: (905) 475-4862
Internet: <http://www.1stsoft.com>

Don Bluth's "Space Ace" is a registered trademark of Bluth Group, Ltd. ©1995. Character Designs ©1983 Don Bluth; ©1995 all audio, visuals and concept - used under the exclusive license of Epicenter Interactive, Inc. Programming ©1995 ReadySoft Incorporated. ALL RIGHTS RESERVED. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. This software is authorized by Atari for use with the Jaguar CD Interactive Multimedia System.

Product of Canada